## WHAT IS CLAIMED IS:

1. A gaming method for playing a reel selection slot machine, the method comprising:

spinning a plurality of reels within a display window, the plurality of reels each displaying one or more game symbols;

selecting a subset of the spinning reels for use in determining a game outcome; removing the non-selected reels from a player's view within the display window; consolidating the selected reels within the display window; and

determining if the selected reels produce a winning game outcome, and awarding a prize if a winning game outcome is achieved.

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- 2. The method of claim 1, further comprising: stopping the spinning of the selected reels, after the consolidating of the selected reels within the display window.
- 3. The method of claim 1, further comprising: stopping the spinning of the selected reels, before the consolidating of the selected reels within the display window.
- 4. The method of claim 1, further comprising: stopping the spinning of the selected reels, before the removing of the non-selected reels from a player's view within the display window.
- 5. The method of claim 1, wherein consolidating the selected reels within the display window comprises juxapositioning the selected reels to eliminate any non-contiguous positioning of the selected reels produced by the removal the non-selected reels.

- 6. The method of claim 1, wherein the selection of the subset of reels for use in determining a game outcome is at least partially player controlled.
- 7. The method of claim 1, wherein the selection of the subset of reels for use in determining a game outcome is at least partially computer controlled.
- 8. The method of claim 1, wherein the plurality of reels are video representations of physical reels.
  - 9. The method of claim 8, further comprising:

randomly changing the position of the selected reels after the removing of the non-selected reels.

- 10. The method of claim 1, wherein the gaming method is used as a bonus game in conjunction with an underlying primary game.
- 11. The method of claim 10, wherein a winning game outcome in the bonus game results in a prize that is added to a prize won in the underlying primary game.
- 12. The method of claim 10, wherein a winning game outcome in the bonus game results in multiplying a prize won in the underlying primary game.
- 13. The method of claim 10, wherein a non-winning game outcome in the bonus game reduces a prize won in the underlying primary game.

- 14. The method of claim 10, wherein a non-winning game outcome in the bonus game includes at least the possibility of losing a prize won in the underlying primary game.
  - 15. The method of claim 1, wherein the gaming method is used as a primary game.
- 16. A gaming method for playing a reel selection slot machine that includes a plurality of reels, the method comprising:

spinning the plurality of reels;

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selecting a subset of the spinning reels for use in determining a game outcome;

removing the non-selected reels from a player's view;

rearranging the selected reels adjacent to one another; and

determining if the selected reels produce a winning game outcome, and awarding a prize if a winning game outcome is achieved.

- 17. The method of claim 16, further comprising: stopping the spinning of the selected reels, after the rearranging of the selected reels adjacent to one another.
- 18. The method of claim 16, further comprising: stopping the spinning of the selected reels, before the rearranging of the selected reels adjacent to one another.
- 19. The method of claim 16, further comprising: stopping the spinning of the selected reels, before the removing of the non-selected reels from a player's view.

- 20. The method of claim 16, wherein rearranging the selected reels within the display window comprises juxapositioning the selected reels to eliminate any non-contiguous positioning of the selected reels produced by the removal the non-selected reels.
- 21. The method of claim 16, wherein the selection of the subset of reels for use in determining a game outcome is at least partially player controlled.
- 22. The method of claim 16, wherein the selection of the subset of reels for use in determining a game outcome is at least partially computer controlled.
- 23. The method of claim 16, wherein the plurality of reels are video representations of physical reels.
- 24. The method of claim 23, further comprising:
  randomly changing the position of the selected reels after the removing of the non-selected reels.
- 25. The method of claim 16, wherein the gaming method is used as a bonus game in conjunction with an underlying primary game.
- 26. The method of claim 23, wherein a winning game outcome in the bonus game results in a prize that is added to a prize won in the underlying primary game.

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- 27. The method of claim 23, wherein a winning game outcome in the bonus game results in multiplying a prize won in the underlying primary game.
- 28. The method of claim 23, wherein a non-winning game outcome in the bonus game reduces a prize won in the underlying primary game.
- 29. The method of claim 23, wherein a non-winning game outcome in the bonus game includes at least the possibility of losing a prize won in the underlying primary game.
- 30. The method of claim 16, wherein the gaming method is used as a primary game.
- 31. A gaming method for playing a reel selection slot machine, the method comprising:

spinning a plurality of reels, each reel displaying game symbols thereon;

selecting a subset of the spinning reels for use in determining a game outcome;

juxapositioning the selected reels to eliminate any non-contiguous positioning of the selected reels resulting from interstitial location of non-selected reels; and

determining if the selected reels produce a winning game outcome, and awarding a prize if a winning game outcome is achieved.